

## Overview of Standard 8: “The view from 10,000 feet”

**Note:** The two strands highlighted in yellow from Standard 8.1 do not have separate scaffolding, rubrics and checklists. They are foundational and cross-cutting expectations for all of the 8.1 and 8.2 strands. The two strands highlighted in green have altered performance levels and/or rubrics and checklists for grade levels K-2, 3-5 and/or 6-8.

<b>8.1 Educational Technology:</b> All students will use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaborate to create and communicate knowledge.	<b>8.2 Technology Education, Engineering, Design, and Computational Thinking: Programming and Coding:</b> All students will develop an understanding of the nature and impact of technology, engineering, technological design, computational thinking and the designed world as they relate to the individual, global society, and the environment.
<b>A. Technology Operation and Concepts:</b> <i>Students demonstrate a sound understanding of technology concepts, systems and operations.</i>	<b>A. The Nature of Technology: Creativity and Innovation:</b> <i>Technology systems impact every aspect of the world in which we live.</i>
<b>B. Creativity and Innovation:</b> <i>Students demonstrate creative thinking, construct knowledge and develop innovative products and processes using technology.</i>	<b>B. Technology and Society:</b> <i>Knowledge and understanding of human, cultural and society values are fundamental when designing technology systems and products in the global society.</i>
<b>C. Communication and Collaboration:</b> <i>Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.</i>	<b>C. Design:</b> <i>The design process is a systematic approach to solving problems</i>
<b>D. Digital Citizenship:</b> <i>Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.</i>	<b>D. Abilities for a Technological World:</b> <i>The designed world is the product of a design process that provides the means to convert resources into products and systems.</i>
<b>E. Research and Information Fluency:</b> <i>Students apply digital tools to gather, evaluate, and use information.</i>	<b>E. Computational Thinking: Programming and Coding:</b> <i>Computational thinking builds and enhances problem solving, allowing students to move beyond using knowledge to creating knowledge</i>
<b>F. Critical thinking, problem solving, and decision making:</b> <i>Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.</i>	

